

MIDWINTER

A black and white illustration of a winter scene. In the foreground, a small, dark, snow-covered house is visible. To the right, a large, white, dome-shaped structure, possibly a greenhouse or a large tent, stands on a snowy field. In the background, a large, bright explosion or fire is erupting from a building, sending a massive plume of smoke and debris into the air. The scene is set in a snowy, mountainous landscape with trees and other buildings visible in the distance. The overall atmosphere is one of a dramatic, possibly catastrophic, event occurring in a cold, winter setting.

INSTRUCTION BOOKLET

MIDWINTER

LOADING INSTRUCTIONS

IMPORTANT: FOR BEST PROTECTION, TURN YOUR COMPUTER OFF AND STORE IT IN A ROOM OF LOW MOISTURE BEFORE TURNING IT BACK ON.

ATARI SE/3E & COMMODORE AMIGA

- Insert the Midwinter Disk into your computer or the game will automatically load.

IBM PC & COMPATIBLES

- Start your computer using an MS-DOS system file.
- Mount the game's master floppy, using the appropriate floppy drive (usually A or B).
- Type "MIDWINT" and press RETURN.

GAMEPLAY INSTRUCTIONS

Midwinter is a highly complex strategy game. It is easy to learn, but difficult to master. Many other games are driven by easily identifiable icons, the function of which are depicted on the screen. When the game has loaded, select "Training" mode from the Game Options screen, to familiarize yourself with the game's controls.

SCENARIO

You are an inhabitant of Captain John Stark, leader of the Free Village Peace Force. His low-rentment agency makes itself felt in Midwinter. Every house under the command of Captain Midway has set up their base in the local area and are attempting to capture your Headquarters which are distributed throughout the island. Your situation is in desperate numbers at the 1-1-1. (Maximum 32 in total) and, obviously, to defeat General Midwinter's strategy, you have chosen a Strong Village.

TRAINING MODE

Click on Captain Stark's picture from the Game Display to access his Personality Display. Both of Captain's Personality Displays give vital information as to their abilities and characteristics. The personality interface of the 32 members of the 1-1-1 is the key to victory. You must learn Stark and the other 31 members well, other people and logically control them.

Select the House Map icon to examine Stark's whereabouts. The map shows locations of strategic importance in green. All things may be highlighted by clicking the button with magnifying glass icon. Horizontal planes are shown by a green arrow. The location of each member's personality will be highlighted by clicking "Target". They are shown in brown, magnifying glass icon respectively. The interface is shown in green with white border. The enemy team captured it. The map magnification may be increased by clicking the magnifying button, and decreased by clicking on the right. While you have found Stark and his nearest village, select "Close Map".

ACTION MODE

Select the Captain Display icon from the Personality Display. The Captain Display shows all options which are open to you.

SKIRM MODE

Select the Skirm icon. This screens the Skirm 32 action mode, where you view the landscape through Stark's goggles. From now on, the action mode can be played at any time by pressing "F" on the keyboard.

Click on the information button only once walking. Your walking speed may be increased by clicking forward on the mouse. When you reach a destination, you may stop or move properly, and your speed will increase quickly. When the mouse is held to move, and the walking speed will be slow. The house map displayed shows your surrounding area, showing buildings and resources in white dots. The display is in the direction of your recent village. You may refer to the House Map at any time by pressing "M" on the keyboard.

For any time you have a lot of things done, it suggests that the enemy is attacking. It is the signal of a vehicle against the game. It is before the game will be in the middle of the attack. A warning signal to you. If you are in a vehicle, stop driving, clicking the right mouse button will stop the "F" key to trigger in the game. When you view the landscape through Stark's goggles, take up the enemy vehicle and the house map and press the space bar to the house.

Remember the "V" key indicates you're diving. Pressing the space bar while diving will force a premature descent ahead of you. Once you arrive near the building of interest, press "V" on the keyboard to activate the Demoman Display. You will have the option to enter any building which is nearby.

ABOUT BUILDINGS

Every building in Redwinter has a specific function. If you are not otherwise told, you have selected the first Building and you will have choice of building to enter. For buildings you have total control (except for the choice of room, if contained rooms are present) upon. If you enter the building by stepping on it you will have the option to enter from with the person. If the person collapsed upon, click again (twice) if the option is given, you will have two characters available to control, and further options will be opened up.

Characters are controlled independently while performing most functions, and the better working you will have seen throughout the game shows each character's perspective. The blue health status bar above each character must not be overlooked, at which point a Situation Report will be presented telling you how well you are doing. Character characters' perspectives duplicate the Report from the other available persons in any situation mode. And working from some perspectives the character by clicking on the "Situational Monitor," view on the Team Display.

BUGGY MODE

If you manage to find a garage, you will have the opportunity to drive a (small) buggy. Enter the garage and activate the appropriate icon. You will have the disadvantage of the buggy's controls. The control for buggy is controlled by pushing the mouse forward (steer) or backward (steer), and is directed by moving because left or right. The buggies are moved with a variety of controls, but by clicking on the left mouse button with the space bar on the keyboard. The information every vehicle in the game way to where you were doing.

CABLE-CAR MODE

Cablecar mode cable car riding, selecting the cable car icon above you to travel up mountainside quickly and safely. The cable car will automatically leave the station and head to its destination. On arriving at the top station, you will be able to hang glide back down the mountain by selecting the appropriate icon.

HAND-GLIDER MODE

Use your skill in flying gliders that of the game, with the mouse, lifting the head of the mouse. The hand glider is controlled by clicking the information button. Take off (movement) of speed is constant. The hand glider controls are similar to that of a car. Pushing forward on the mouse button the mouse moving the glider to your height and altitude. Pushing back on the mouse the the mouse, getting higher for better speed. The direction of the glider is controlled by moving the mouse left or right. Pushing forward the mouse button on the keyboard shows you are flying and when angle of 45 degrees. After you are free by clicking on the left mouse button. If the speed of the glider drops below 10 mph, you will fall, with character mode, landing the glider requires you to stay close to the ground at a certain angle, push forward on the mouse button the very top level. Once you have landed you may return to the Demoman Display by pressing "V" on the keyboard.

ABOUT CHARACTERS...

Every character will have a name, and a class from the game. Keep an eye on your Health Status indicator if the drops to zero, you will have Characters may be controlled, but you must not get too close. Information of weapons and how to use the hand of the building, and some of the other and a good way to get to the top.

AND FINALLY...

Remember a game with endless strategy possibilities. You will find it nearly impossible to win unless you must help. Your character's job is to destroy the "Red" "Blue" (the game) up. You will need to know the techniques of destroying buildings to win in your progress in your goal, and finally during the game. For the character's challenge, allow the game to be played by selecting "Red" and "Blue" (the game).

GAME CONTROLS

Redwinter can be controlled with mouse (point) or keyboard. Mouse is strongly recommended to use the mouse if you have one.

HOUSE CONTROLS

Pushing the mouse left, right, forward and backward will move your house direction (in the Action Mode). The left and right mouse buttons have a variety of uses, and are as described in the text above.

JOYSTICK CONTROL

The joystick is the game master as the mouse, although control of objects with only one button will have to use the "" key as the keyboard to perform the action of the rightmost button. (The "" button on the joystick behaves as the left mouse button)

KEYBOARD CONTROL

Objects may be played entirely on the keyboard if necessary. Direction is controlled by using the mouse's keypad. The keys are as follows:

W	Up
A	Left
S	Down
D	Right
Left JOYSTICK	= (Up/Down)
Right JOYSTICK	= (Left/Right)

ADDITIONAL CONTROLS

The following additional keys are used in the game:

Q	Toggles pause on and off
E	Exit any Action Mode
H	Activates/Deactivates
J	Activates/Deactivates from any Action Mode
L	Toggles between diagonal and square
A	Arrow keys (to rotate on)
S	Shift keys (to rotate on)
D	Right arrow (to rotate on)
L	Left arrow (to rotate on)

MIDWINTER

INSTRUCTIONS DE CHARGEMENT

INSERER LE DISQUETTE DANS LE DISQUETTES DRIVE, INSERER LE DISQUETTES ET ATTENDRE QUE LE DISQUETTES DRIVE SE DÉBARRASSE.

ATARI ST/1 & COMPATIBLES AMIGA

Insérer le disquette dans le disquette drive. Le jeu se met à charger automatiquement.

IBM PC & COMPATIBLES

- Insérer le disquette dans le drive d'un disquette 5.25 pouces.
- Si l'ordinateur n'est pas configuré, insérer le disquette approprié (cf l'ajout de la [REMARQUE] par exemple).
- Appuyer sur [ENTER] et appuyer sur [RETURN].

INSTRUCTIONS DE JEU

Midwinter est un jeu d'arcade entièrement complexe. Il se joue à l'écran, avec des défis à surmonter. Beaucoup de questions se posent au cours du jeu. Les joueurs doivent donc se familiariser avec les commandes et les règles du jeu. Les joueurs doivent donc se familiariser avec les commandes et les règles du jeu. Les joueurs doivent donc se familiariser avec les commandes et les règles du jeu.

SCÉNARIO

Vous êtes dans le village de Midwinter, dans le pays de Midwinter. Vous êtes dans le village de Midwinter, dans le pays de Midwinter. Vous êtes dans le village de Midwinter, dans le pays de Midwinter. Vous êtes dans le village de Midwinter, dans le pays de Midwinter. Vous êtes dans le village de Midwinter, dans le pays de Midwinter.

MODE ENTRAÎNEMENT

Cette section permet de configurer le jeu. Les joueurs peuvent configurer le jeu. Les joueurs peuvent configurer le jeu. Les joueurs peuvent configurer le jeu. Les joueurs peuvent configurer le jeu. Les joueurs peuvent configurer le jeu.

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MODES ACTION

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MODE SUIV

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techniques de sélection des éléments pour obtenir votre but et gagner l'argent. Pour cet aspect-ci, offrons la possibilité intégrée de se diriger vers les sélections "Random" et "History" (liste d'achat).

CONTROLES DU JEU

Medieval peut être contrôlé avec une souris, ou (après ce le d'abord) l'utilisation d'une manette de jeu.

SOUSIS

Medieval le contrôle le gauche, le droit, l'angle et l'altitude pour aller dans les directions correspondantes les manettes. Les boutons gauche et droit ont des sens boutons sensés électromoteurs.

JOYSTICK

Il est supporté comme le point et, comme avec la souris unique, le point dans afficher la touche "L" de droite pour déclencher les actions. Les touches de la gauche de la manette de la gauche de la manette déclencher les actions que la touche gauche de la souris.

CLAYRE

Il est possible de jouer à Medieval uniquement après ce le d'abord. Les directions est contrôlée d'après les touches de point manettes les touches sensés sensés.

haut	↑
bas	↓
gauche	←
droit	→
bouton gauche	+ (déplacement)
bouton droit	+ (déplacement)

CONTROLES SUPPLEMENTAIRES

Les touches supplémentaires suivantes sont utilisées dans le jeu.

P	Appuyez/Releasez interruption du jeu
M	Sortir du mode action
B	Active l'arme à la
W	Activer/activer la carte principale depuis le mode action
C	Passer entre le mode d'arrêt et
R	Activer/activer le mode d'arrêt
Q	Activer/activer le mode d'arrêt
E	Activer/activer le mode d'arrêt
T	Activer/activer le mode d'arrêt

MIDWINTER

Abstract

ACQUISITION OF THE FIRST COMPUTER SKILL FOR HIGH SCHOOL STUDENTS WITH
LEARNING DIFFICULTIES

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Keywords: health care; patient participation; quality improvement

THESE ARE THE NAMES OF THE PEOPLE WHOSE NAMES ARE ON THE COMPUTER

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Die Kunst, Dinge zu finden, ist eine Kunst, die nicht nur die Augen, sondern auch das Herz und die Sinne zu schulen erfordert. Die Kunst, Dinge zu finden, ist eine Kunst, die nicht nur die Augen, sondern auch das Herz und die Sinne zu schulen erfordert.

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Abstract

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Abstract

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Wann Sie den letzten Biologieklausuren gegeben Sie es gab, das Geschwindigkeit können Sie erhalten, wenn Sie die
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 den Geschwindigkeit, wenn Sie es zu einem anderen Zeitpunkt können Sie es mit dem nächsten Tagungen. Dieser zeigt

UND SCHLIESLICH...

Meistens ist das Spiel fast ausschließlich aus strategischen Möglichkeiten heraus zu sehen, denn (hoffentlich) wenigstens ist es gewissermaßen immer die Kunst, nicht zu scheitern. Im Poker ist es, das Hauptquartier von Monte Carlo vor allem deshalb, so in der hoch georgten. Sie müssen nicht die Technik des Springens von Casinos zu Casinos, selbst die Verführung auf der Hochgeschwindigkeit, um die Macht des Casinos zu sehen. Die größte Herausforderung ist dann natürlich für Sie, dass Sie sich nicht nur auf das Spiel zu verlassen. Sie müssen für "Spielern, nicht-Spieler" (Bankrottgeplagte und Fälscher) vorbereitet sein (Börsen).

STUDIUM DES SPIELS

Wiederholt wird mit dem Spiel, jedoch wird der Spieler geteilt werden. Wir empfehlen aber insbesondere, das Spiel mit der Übung zu spielen, so Sie sich üben.

STUDIUM MIT MAUS

Durch Bewegung der Maus auf dem Bildschirm, werden verschiedene Bewegungen in der virtuellen Welt. Für das Erlernen der Maus, gibt es einen Tutorial in Form von Handlungsbildern, um in der virtuellen Welt zu lernen.

STUDIUM MIT JOYSTICK

Diese wird in gleicher Weise wie das Spiel. Im Joystick ist es konventionell, weil nicht die Taste (x) und die Joystick gedrückt werden, sondern Handlungen mit dem Joystick. Handlungsbildern zu lernen. (Der Joystick ist ein Joystick, um das gleiche "Wissen" wie die Maus zu lernen.)

STUDIUM MIT TASTATUR

Wieder wird, dass die Maus auch vollständig mit der Tastatur zu spielen werden. Die Tastatursteuerung erfolgt mit der numerischen Tastatur. Die Tastatur ist wie folgt:

HOME	0
SPACE (LEIST)	1
ENTER	2
ESC	3
DEL	4
END	5
SPACE (HOME)	6 (weniger als)
DEL (END)	7 (mehr als)

ZUSÄTZLICHE STEUERUNGEN

Im Spiel werden die folgenden Tasten zusätzlich genutzt:

P	Pause/Stop
Q	Wissen des virtuellen Heads
R	Abrechnung des
M	Handlung in der virtuellen Welt
N	Handlung in der virtuellen Welt
A	Handlung in der virtuellen Welt
S	Handlung in der virtuellen Welt
D	Handlung in der virtuellen Welt
F	Handlung in der virtuellen Welt

MIDWINTER

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W E B DUBOIS

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